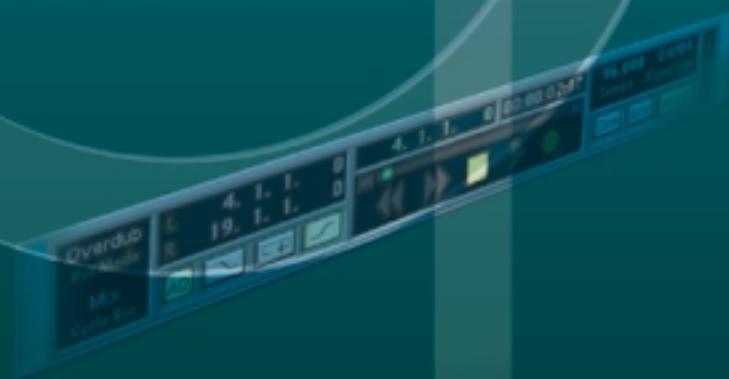


Earlier VST Effect Plug-Ins



CUBASE
VST



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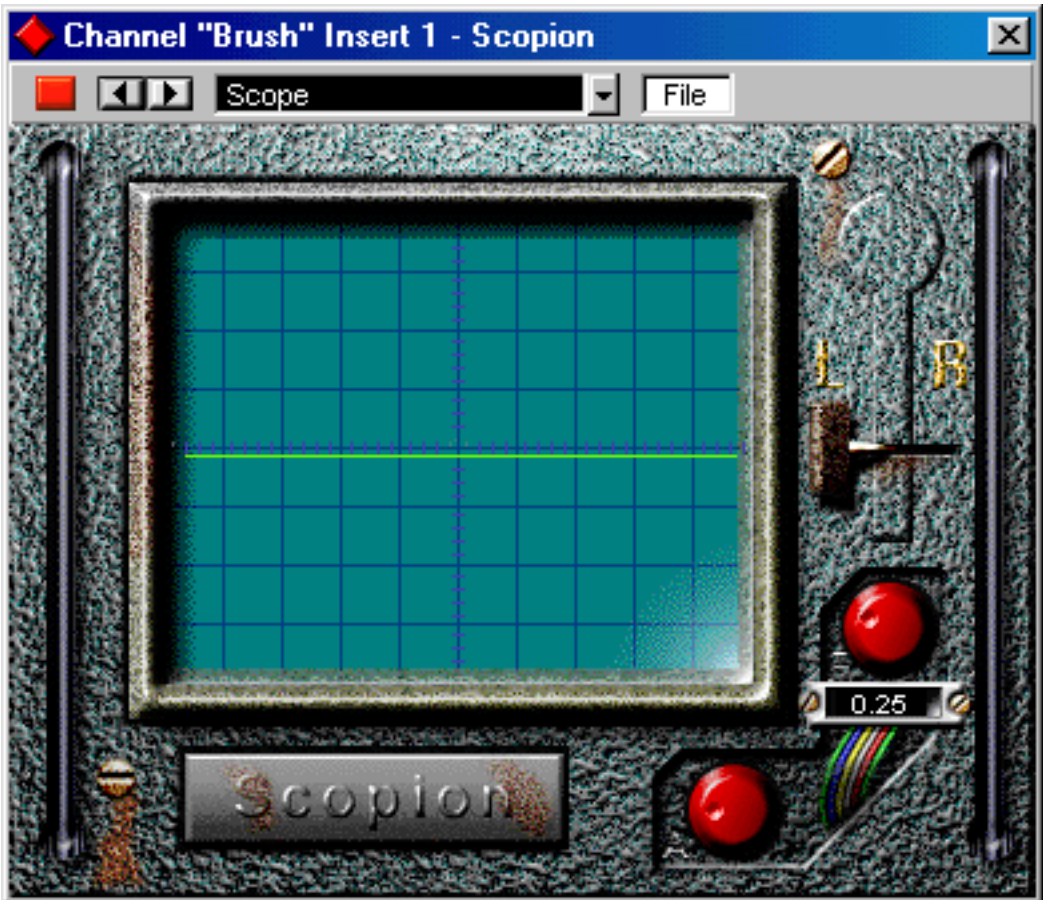
Chorus and Chorus 2

- ❑ For some computer configurations, the original Chorus effect gave rise to clicks and distorted sound. The Chorus2 effect solves this problem. It is identical to the “Chorus Classic” featurewise, but draws slightly more computer power.

Chorus is a chorus and flanger effect which adds “depth” and “animation” to a sound. It basically works as follows: The original signal is delayed and the amount of delay is continuously varied by an “LFO”. This delayed signal is then added back in with the original.

Parameter	Description
Time	This is the basic amount of delay time applied to the signal. The larger the value, the richer the sound (up to a certain extent). For flanger types of effects, use the lower range of values.
Feedback	This is the amount of output signal re-routed back to the input of the effect. For soft and wide chorus effects, keep this value low. For flanger type effects, raise this value.
Width	Sets the amount of variation in the delay of the signal. The larger the value, the more drastic the effect. This value should be balanced with the Time setting for optimal results.
LFO freq.	This is the speed of the LFO “sweep”. The larger the value, the faster sweep.
Glimmer	A low value gives a more “concentrated” sound, while higher values result in a more “animated” sound.
Out Level	The stereo output level of the effect.

Scopion



The Scopion is an on-board oscilloscope, that analyzes the left or right side of a stereo input signal and displays the waveform contents in real time. It can be used as Insert or Master Effect. Since the Scopion uses a custom interface, you have to click the Edit button in the Channel Settings or Master Effects window to use it. There are three parameters:

L/R Switch	Clicking this switch allows you to choose between displaying the left and right side of the stereo input signal.
Time Scale	This knob (directly below the L/R switch) allows you to scale the waveform horizontally.
Gain Scale	This knob (at the bottom of the Scopion window) allows you to scale the waveform vertically.

Autopan

This makes the sound move automatically between the left and right channel.

- ❑

This effect would most often be used with “Pre” activated in the Channel’s Send section. Furthermore, in most cases, the channel output should be turned down all the way so that you only hear the output of the effect, not the original signal.

Parameter	Description
LFO Freq	This sets the speed of the panning effect.
Width	This sets the depth of the effect, that is, how far out to the left/right speaker the sound should move.
Waveform	This sets the shape of the LFO producing the effect. Sine and Triangle both produce a smooth sweep, but with different characteristics. Sawtooth creates a ramp (sweep from one speaker to the other and then a quick jump back). Pulse makes the signal jump back and forth between the speakers.
Output Level	The stereo output level of the effect.

Espacial

- ❑ This is a reverb effect. It adds “ambience” or “room quality” to the sound. The relationship between the parameters is a little bit intricate, so we suggest you start out by selecting a Program as close to the desired result as possible and then modify the settings as desired. Espacial accepts a mono input only and is used as a Send Effect.

Parameters

Parameter	Description
Size	Affects the apparent size of the simulated room.
Width	This parameter also affects the impression of the size and shape of the simulated room. It also affects the “density” and clearness of the reverb.
Time	The decay time of the reverberation.
ER Start	The start time of the Early Reflections - the first “echo” from the walls in a simulated room.
ER Width	Early Reflection “density” and clearness.
ER Gain	The balance between Early Reflections/direct sound in the input to the actual reverb. When this parameter is fully raised, no Early Reflections will be heard at all.
ER Decay	Determines the gradual attenuation of Early Reflections.
ER Outp	The level of Early Reflections in the Effect Output.
Output Level	The stereo output level of the effect.

Electro Fuzz

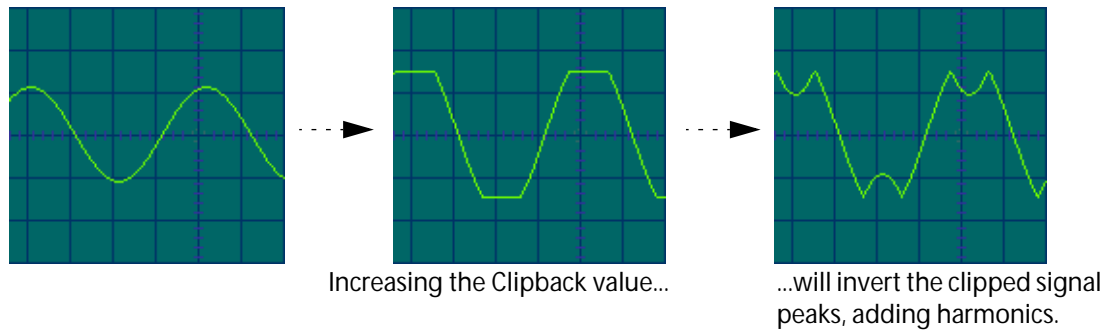


This is a simulation of the good old transistor distortion stomp box. It accepts a mono input and is used as an Insert or Send Effect. The effect does not use the standard VST effect interface; to open its parameter window you have to click the Edit button in the Send Effects or Channel Settings window.

The Electro Fuzz has the following parameters:

- **Boost**
This governs the amount of distortion. If you want to increase the distortion without raising the signal level, you may have to adjust the Volume knob as well.
- **Clipback**
Raising this parameter will “invert” the part of the signal that is above the clipping level, instead of employing hard clipping. The result is that more 2nd order harmonics are added, changing the character of the distortion.

If you distort a sine wave, by raising the Boost parameter... ..it will be clipped like this.



- **Volume**
This is a volume control for the output signal from the Electro Fuzz.

Stereoecho

The Stereoecho is a delay with separate settings for the left and right channel. It can also be used as a single mono delay, in which case the maximum delay time will be doubled.

- ❑ **The Stereoecho accepts a mono input only. It is normally used as a Send Effect.**

The Stereoecho has the following parameters:

Parameter	Description
Delay1	The delay time for the left channel. The maximum delay time is 500 ms, unless you link both channels for mono operation, in which case the maximum delay time is 1000 ms - see below (1000ms = 1 second).
Feedbck1	The delay feedback for the left channel. Higher values result in a higher number of echo repeats.
Link 1-2	Activating this switch turns the effect into a mono delay. When Link is on, only the left channel parameters will be available (Delay1, Feedback1, etc).
Delay 2	The delay time for the right channel.
Feedbck2	The delay feedback for the right channel.
Del2 Bal	This parameter determines how much of the left channel output is sent to the right channel input. When set to 0.0 (fully left), then none of the left channel output is added to the right channel input; when it is set to 1.0 (fully right), the right input receives both its normal source and the complete output of the left channel.
Volume L	The output level of the left channel delay.
Volume R	The output level of the right channel delay.

StereoWizard

StereoWizard is a stereo width enhancer that takes a stereo input signal and makes it sound “wider”. It must be used as a Master Effect. StereoWizard will give best result if you use “real” stereo material (as opposed to mono channels panned to different positions in the stereo image), but you could also apply stereo ambience or reverb (WunderVerb 3) to a mono signal, and then use StereoWizard to enhance the stereo width of the reverb. The Wizard has the following parameters:

Parameter	Description
Amount	Higher values result in a greater stereo width. Normally, you should set this to values between 0.00 - 0.20; higher values can be used for special effects.
Reverse	Reverses the left and right channel.

WunderVerb 3

WunderbVerb 3 is a reverb plug-in which provides natural sounding reverb effects, and still uses very little processor power. It accepts a mono input and is used as a Send Effect. Use the Program pop-up to select one of ten Reverb Types:

Hall	The reverberation of a medium-sized hall.
Large Hall	The reverberation of a larger hall.
Large Room	The reverberation of a large room.
Medium Room	The reverberation of a medium-sized room.
Small Room	The reverberation of a very small room.
Plate	The slightly metallic effect of a plate reverb.
Gated	A special effect, where the reverb is abruptly cut off.
Effect 1	A special “bouncing” effect.
Echoes	An echo (delay) effect.
Effect 2	A special, resonant effect, suitable for “ringing” metal sounds.

To fine-tune the parameters of the selected reverb, you have to click the Edit button in the Send Effects window. This opens the WunderVerb 3 control panel:



You can adjust the following three parameters:

Size

This is the size of the simulated room. Changing this will affect the density and character of the reverb. If you have selected a Reverb Type where you can hear the individual “bounces” (Effect 1, Echoes, etc), raising the Size will increase the time between each “bounce”, like the time control on a delay effect.

Decay

This is the decay time for the reverb. The higher the value, the longer the reverb.

Damp

Raising this value will cause the high frequency contents of the reverb sound to die out quicker. This results in a softer, darker reverb.